

Bill Christian Tyros. Software Engineer

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Bilingual: English French

Python JS C# C++ Go

Work Experience

2019-TBD / Software Engineer @ Morgan Stanley

Python Typescript Jenkins Flask pandas DB2 Sybase Angular2

- Implemented code to collect data from in-house and vendor sources (like Jira, BitBucket, Splunk, Sonar, etc.), analyze it and present it to devs (badges to encourage best practices) and to upper management (metrics/charts to guide decision-making).
- Developed and overhauled UI/UX of a Jira self-service web app.
- Developed web app used for querying and viewing agile/devops metrics.
- Improved devops processes within the team (Jenkins jobs, pull request validation, etc.).

2017-2019 / Programmer @ Framestore VR

C++ Python Jenkins P4 Shotgun UE4

- Developed Unreal Engine 4 plugin for importing art assets from Shotgun/P4.
- Developed system to detect changed assets, generate and upload turntables for review.

2016-2017 / Programmer @ Borealys Games

C# Python TeamCity Unity Xbox Playstation

- Responsible for optimization, API integration and build automation for all platforms.
- Developed UI/UX, gameplay systems and real-time debugging tools.

2013-2014 / Software Developer @ CAE

C# ASP.NET HTML/CSS/JS PHP

- Developed web applications to help with project management and scheduling.

Recent Personal Projects

- Pig Eat Ball Speedrunning Tool: Pig Eat Ball game mod for speedrunning (C#).
- Marcus Aurelius' Meditations Explorer: web app to help study/share the Meditations (JS).
- Tabletop RPG Chatbot: chatbot to help play a tabletop RPG with friends online (JS/node).

Education

2015-2016 / Interactive Real Time Systems Development (University of Sherbrooke)

2012-2015 / B.Sc. Software Engineering (Honours) (McGill University)